

**CLAIM AMENDMENTS**

**Please cancel claims 6, 13, 15, 17, 23, 25-27, 32-68, 71 and 73-78.**

**Please amend claims 1-5, 7, 9, 10-12, 14, 16, 18-19, 21-22, 24, 28-29, 31, 70 and 72 as indicated below:**

**1. (Currently amended) A method for transmitting venue-based in-play camera views for display at a hand held device, said method comprising the steps of:**

simultaneously transmitting more than one video signal captured by more than one video camera located at an entertainment venue said more than one video signal including at least one an-in-play camera view from at least one in-play camera located at an in-play location within a the entertainment venue;

processing said more than one video signal in-play camera view for display on a display associated with a hand held device; and

displaying said at least one in-play camera view on said display, thereby enabling a user of said hand held device to view said in-play camera views through said hand held device.

**2. (Currently amended) The method of claim 1 further comprising the step of:**

enabling display of only one video signal selected from the more than one video signal displayed on the display transmitting said in-play camera view from said at least one in-play camera to said hand held device in response to a user input.

**3. (Currently amended) The method of claim 1 further comprising the step of:**

recording a particular in play camera view transmitted from said at least one in play camera ~~the one~~ video signal the hand held device in response to a user input.

4. (Currently amended) The method of claim 1 further comprising the step of:

storing a particular ~~said at least one~~ in-play camera view transmitted from said at least one in-play camera in response to a user input.

5. The method of claim 3 wherein the step of storing a particular ~~said at least one~~ in-play camera view ~~transmitted from said at least one in play camera~~, further comprises the step of:

storing said particular in-play camera view within a memory location associated with the hand held device.

6. (Cancelled).

7. (Currently amended) The method of claim 3 wherein said particular ~~at least one~~ in-play camera view comprises an instant replay.

8. (Original) The method of claim 1 wherein said in-play camera location comprises a placement within at least one racing car competing within a racing venue.

9. (Original) The method of claim 1 wherein said entertainment venue comprises a racing venue.

10. (Currently amended) A method for transmitting entertainment venue-based in-play camera views for simultaneous display at a hand held device, said method comprising the steps of:

more than one in-play camera simultaneously capturing at least one in-play camera views from at least one in-play camera from within an entertainment venue; and

simultaneously transmitting said at least one in-play camera views directly from said at least more than one in-play camera located at an in-play location within a venue to at least one hand held device.

11. (Currently amended) The method of claim 10 further comprising:

processing said at least one in-play camera views at said at least one hand held device for display on a display associated with said at least one hand held device; and

simultaneously displaying said at least more than one in-play camera view on said display associated with said at least one hand held device, ~~thereby enabling hand held device users to view said in-play camera view through at least one hand held device.~~

12. (Currently amended) The method of claim 11 further comprising the step of:

~~receiving said displaying~~ at least one in-play camera view selected from said at least more than one in-play camera views on said display to said hand held device in response to a user input at said hand held device.

13. (Cancelled).

14. (Currently amended) The method of claim 11 further comprising the step of:

recording a particular at least one in-play camera view transmitted selected from said at least more than one in-play camera views, in response to a user input.

15. (Cancelled).

16. (Currently amended) The method of claim 15-14 wherein the step of storing a particular recording at least one in-play camera view transmitted from said at least one in-play camera, further comprises the step of:

storing said particular in-play camera view within a memory location associated with the hand held device.

17. (Cancelled).

18. (Currently amended) The method of claim 15-11 further comprising the step wherein at least one of said in-play camera views is recorded in a memory for use as an instant replay comprises instant replays.

19. (Currently amended) The method of claim 10 wherein said more than one in-play camera locations comprise comprises a placement within at least one racing car competing within a racing venue.

20. (Original) The method of claim 10 wherein said venue comprises a racing venue.

21. (Currently amended) A method for transmitting venue-based in-play camera views for simultaneous display at a hand held device, said method comprising the steps of:

simultaneously transmitting in-play camera views from at least one in-play cameras located at an in-play locations within a venue to enterprise equipment;

processing said in-play camera views at said enterprise equipment for transmission to at least one hand held device for selective display at a display screen associated with said at least one hand held device; and

transmitting processed in-play camera views to at least one hand held device.

22. (Currently amended) The method of claim 21 further comprising:

receiving processed in-play camera views at said at least one hand held device from said enterprise equipment;

processing said processed in-play camera views for selective viewing on a display screen associated with said at least one hand held device; and

displaying said at least one processed in-play camera view on a display screen associated with said at least one hand held device, said at least one processed in-play camera view selected from more than one simultaneously displayable in-play camera view thereby enabling hand held device users to view said in-play camera views through at least one hand held device.

23. (Cancelled).

24. (Currently amended) The method of claim 22 further comprising the step of:

recording a particular at least one in-play camera view transmitted from said at least one in-play camera in response to a user input at the hand held device.

25. (Cancelled).

26. (Cancelled).

27. (Cancelled).

28. (Currently amended) The method of claim 25-24 wherein said particular at least one in-play camera view comprises an instant replay.

29. (Currently amended) The method of claim 21 wherein said in-play camera locations comprise comprises a placement within at least one racing car competing within a racing venue.

30. (Original) The method of claim 21 wherein said venue comprises a racing venue.

31. (Currently amended) A method for receiving venue-based in-play camera views for simultaneous display at a hand held device, said method comprising the steps of:

simultaneously receiving in-play camera views provided from at least one in-play camera at a hand held device;

processing said in-play camera views for viewing on a display associated with said hand held device; and

displaying said processed more than one in-play camera view simultaneously on a display screen associated with said hand held device, thereby enabling hand held device users to view said in-play camera views through said hand held device.

32. (Cancelled).

33. (Cancelled).

34. (Cancelled).

35. (Cancelled)..

36. (Cancelled).

37. (Cancelled).

38. (Cancelled).

39. (Cancelled).

40. (Cancelled).

41. (Cancelled).

42. (Cancelled).

43. (Cancelled).

44. (Cancelled).

45. (Cancelled).

46. (Cancelled).

47. (Cancelled)..

48. (Cancelled)..

49. (Cancelled).

50. (Cancelled).

51. (Cancelled).

52. (Cancelled)..

53. (Cancelled).

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54. (Cancelled)..

55. (Cancelled).

56. (Cancelled).

57. (Cancelled).

58. (Cancelled)..

59. (Cancelled).

60. (Cancelled).

61. (Cancelled).

62. (Cancelled).

63. (Cancelled)..

64. (Cancelled)..

65. (Cancelled).

66. (Cancelled).

67. (Cancelled)..

68. (Cancelled).

70. (Currently amended) A system for receiving venue-based in-play camera views for display at a hand held device, said system comprising:

a receiver in a hand held device for simultaneously receiving in-play camera views provided from at least one in-play cameras at an entertainment venue a hand held device;

a processor in said hand held device for processing said in-play camera views for viewing on a display associated with said hand held device; and

a display integrated with said hand held device for simultaneously displaying said more than one processed in-play camera view, wherein said display is associated with said hand held device, thereby enabling hand held device users to view said in-play camera views through said hand held device.

71. (Cancelled).

72. (Currently amended) The system of claim 71-70 further comprising:

a memory recorder for recording a particular at least one in-play camera view for displaying as an instant replay transmitted from said at least one in-play camera, in response to a user input.

73. (Cancelled).

74. (Cancelled).

75. (Cancelled).

76. (Cancelled).

77. (Cancelled).

78. (Cancelled).